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Putt-Putt Saves the Zoo

Putt-Putt Saves the Zoo is a 1995 children's point-and-click adventure developed and published by Humongous Entertainment. In the game, Putt-Putt must rescue six baby animals which have gone missing from the new Cartown Zoo.

The game is the third entry in the *Putt-Putt* series, being preceded by *Putt-Putt Goes to the Moon* in 1993 and followed by *Putt-Putt Travels Through Time* in 1997. It is the first game in the series to utilize hand-drawn animation for its graphics.[6]

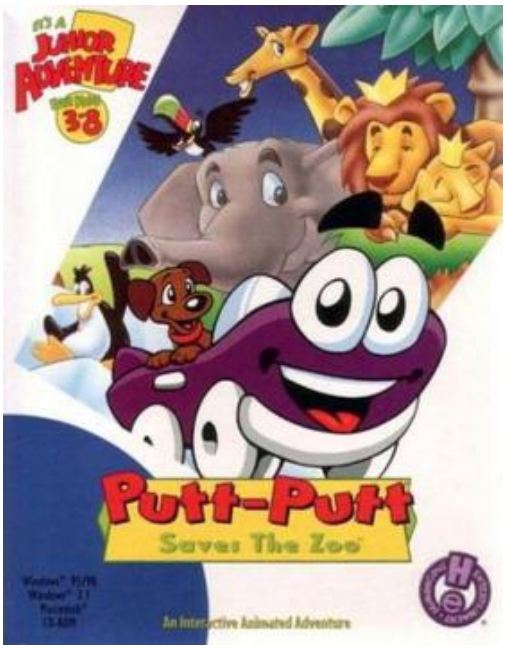
The game was released on August 10, 1995 for Microsoft Windows and Apple Macintosh. It has since been re-released on Steam and ported to Linux, iOS, Android, Nintendo Switch,[4] and PlayStation 4.[7]

Plot

Putt-Putt is excited for the grand opening of the Cartown Zoo. He visits Mr. Baldini's grocery store, who tasks him with delivering zoo chow to zookeeper Outback Al. Upon arriving at the zoo, Putt-Putt learns that six baby animals have gone missing: Baby Jambo the African bush elephant calf; Masai the reticulated giraffe calf; Kenya the lion cub; Zanzibar the hippopotamus calf; Sammy the Antarctic fur seal; and Little Skeeter the boa constrictor. Putt-Putt volunteers to search for the animals, which Outback Al agrees to as he starts repairs on the zoo.

After finding and rescuing all six baby animals, Putt-Putt notifies Outback Al of his success, and the Outback Al excitedly thanks him. At the zoo's opening ceremony, Outback Al gives Putt-Putt a Junior Zookeeper award for his help and allows him the honor of cutting the ribbon. The zoo is then opened to everyone as they all enter to explore, ending the game.

Putt-Putt Saves the Zoo



Windows and Mac cover art showing Putt-Putt and Pep along with several of the Cartown Zoo's animals

Developer	Humongous Entertainment[a]
Publisher	Humongous Entertainment[b]
Producer	Ron Gilbert
Designers	Ron Gilbert Bret Barrett Brad Carlton
Artist	Todd Lubsen
Writers	Laurie Bauman Arnold Annie Fox
Composer	George Alistair Sanger
Series	*Putt-Putt*
Engine	SCUMM
Platforms	Android, Macintosh, Windows, DVD player, Linux, Nintendo Switch, PlayStation 4
Release	August 10, 1995
Genre	Adventure

Mode	Single-player

Gameplay

The game mechanics are almost the same as its predecessors including the glove box inventory, horn, radio and accelerator, though one addition is an ignition key shown on the bottom left side of Putt-Putt's dashboard, which allows the player to quit the game. A few mini games are also playable. Unlike other games, Putt-Putt can acquire a camera so the player can take pictures of the animals and other characters and print them out.[8]

Reception

The combined sales of *Putt-Putt Saves the Zoo*, *Putt-Putt Joins the Parade* and *Putt-Putt Goes to the Moon* surpassed one million units by June 1997.[9] During the year 2001 alone, *Putt-Putt Saves the Zoo* sold 100,972 retail units in North America, according to PC Data.[10]

Notes

a. Ported to iOS and Android by Nimbus Games.
b. The 2005 Europe-exclusive DVD player release was published by Take-Two Interactive. The 2011/2012 iOS/Android release was published by Atari, while the 2015 iOS release was published by Tommo. The Steam release was co-published by Tommo and Night Dive Studios. The Nintendo Switch version was published by UFO Interactive Games.

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External links

- *Putt-Putt Saves the Zoo* (https://www.mobygames.com/game//putt-putt-saves-the-zoo) at MobyGames
- *Putt-Putt Saves the Zoo* at Humongous Entertainment (http://humongous.com/games/putt-putt-saves-the-zoo/) Archived (https://web.archive.org/web/20160301163237/http://humongous.com/games/putt-putt-saves-the-zoo/) 2016-03-01 at the Wayback Machine

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